



FIG.1

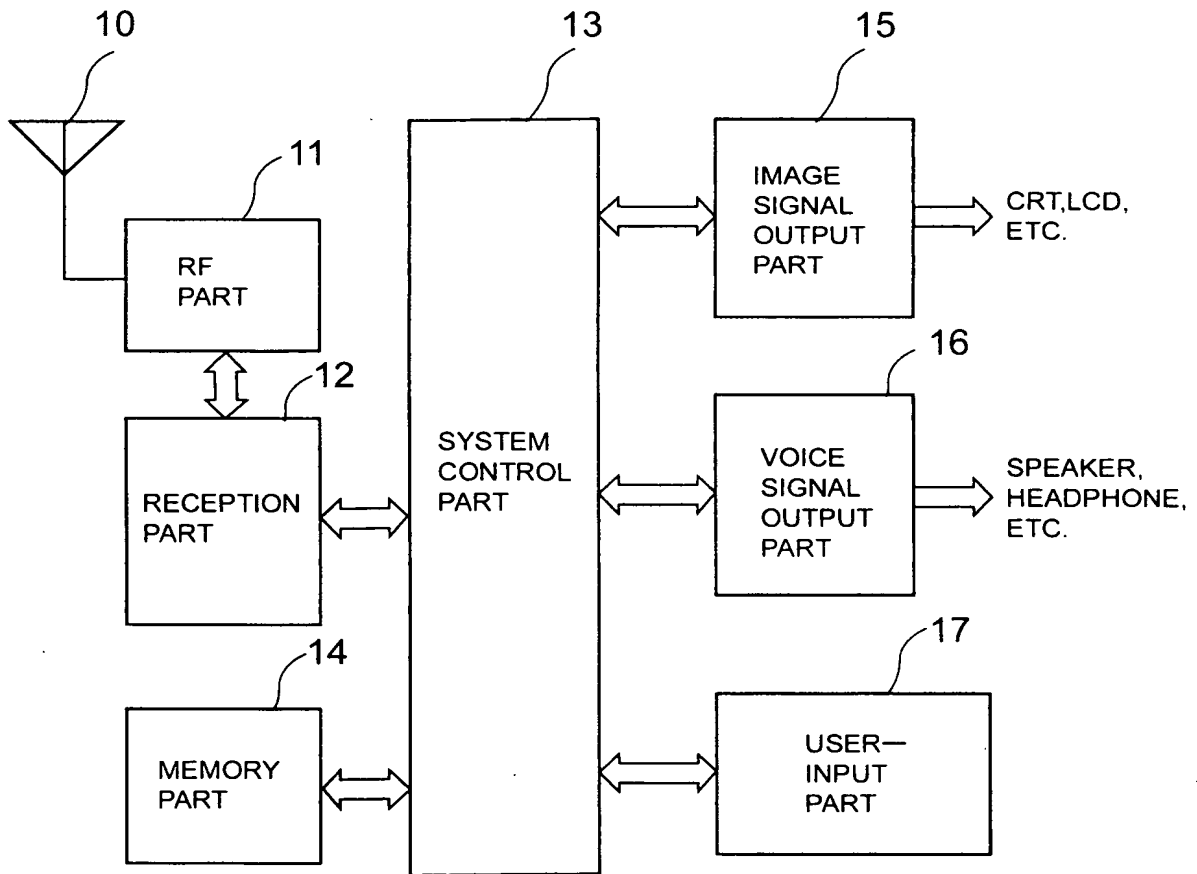


FIG.2A

EXAMPLE OF DISPLAY SCREEN

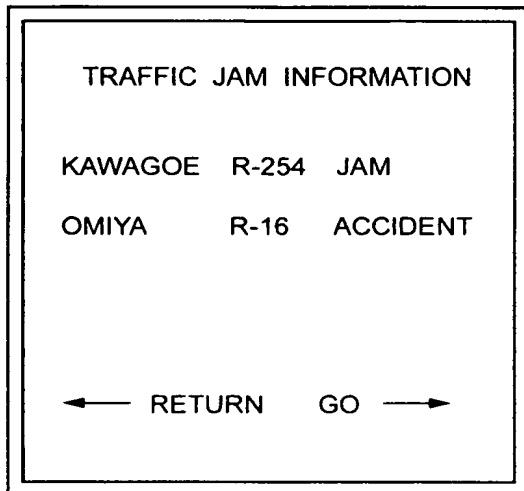


FIG.2C

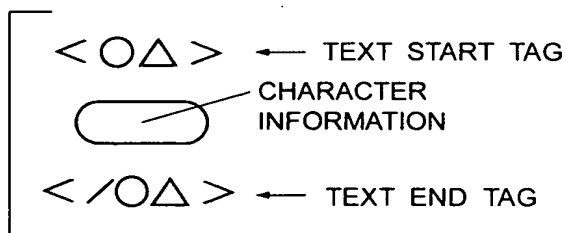
BASIC STRUCTURE OF ONE TEXT  
IN CHARACTER INFORMATION

FIG.2B

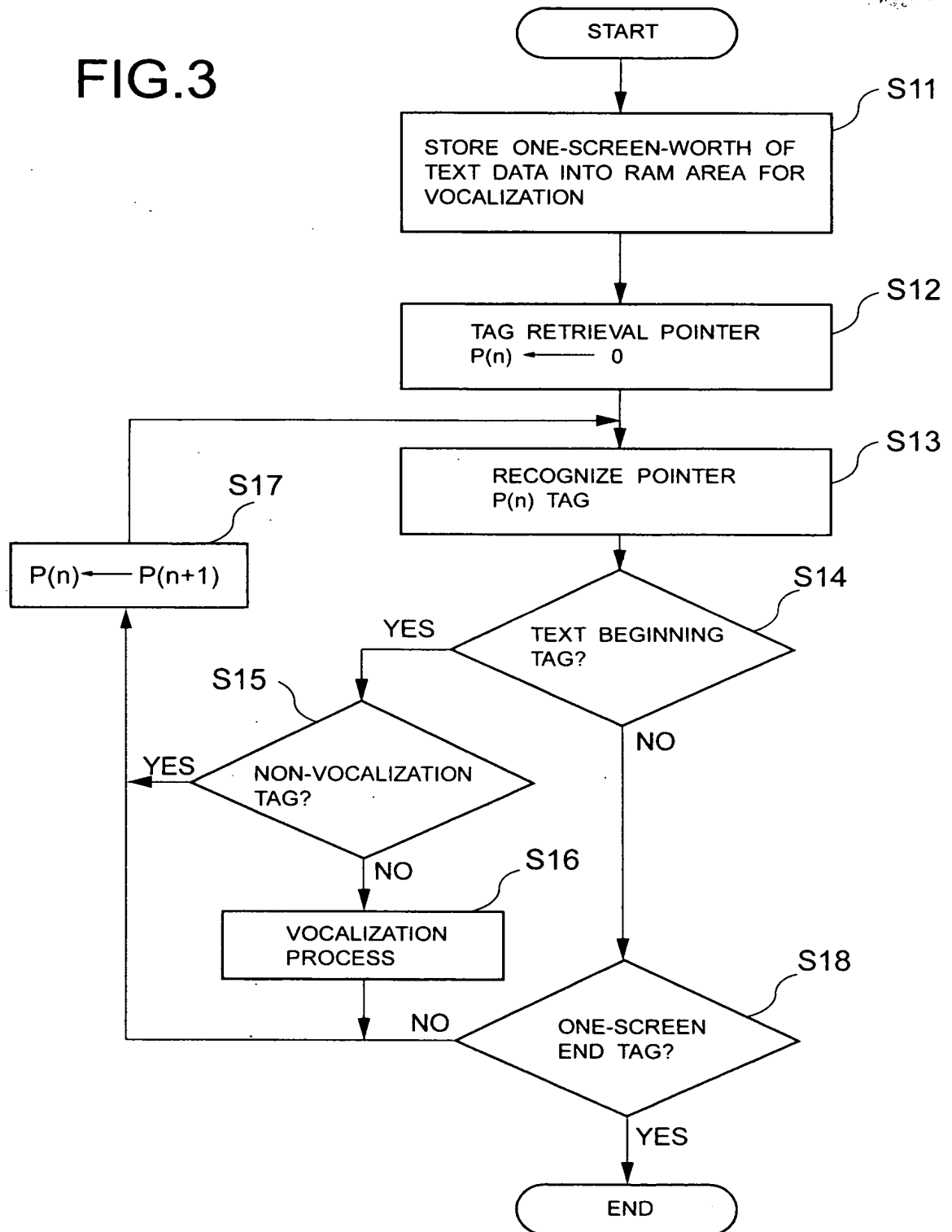
EXAMPLE OF CHARACTER  
INFORMATION LISTCHARACTER  
INFORMATION  
WORTH OF  
ONE DISPLAY  
SCREEN

```

< HTML >
< TITLE >
TRAFFIC JAM INFORMATION
< / TITLE >
< TABLE >
  < TD >
    KAWAGOE
  < / TD >
  < TD >
    R-254
  < / TD >
  < TD >
    JAM
  < / TD >
  < TD >
    OMIYA
  < / TD >
  .
  .
  .
  .
< / TABLE >
< A HREF = ... >
  ← RETURN
< / A >
< A HREF = ... >
  GO →
< / A >
< / HTML >
  
```

(OPERATION MODE 1)

FIG.3



(OPERATION MODE 2)

FIG.4

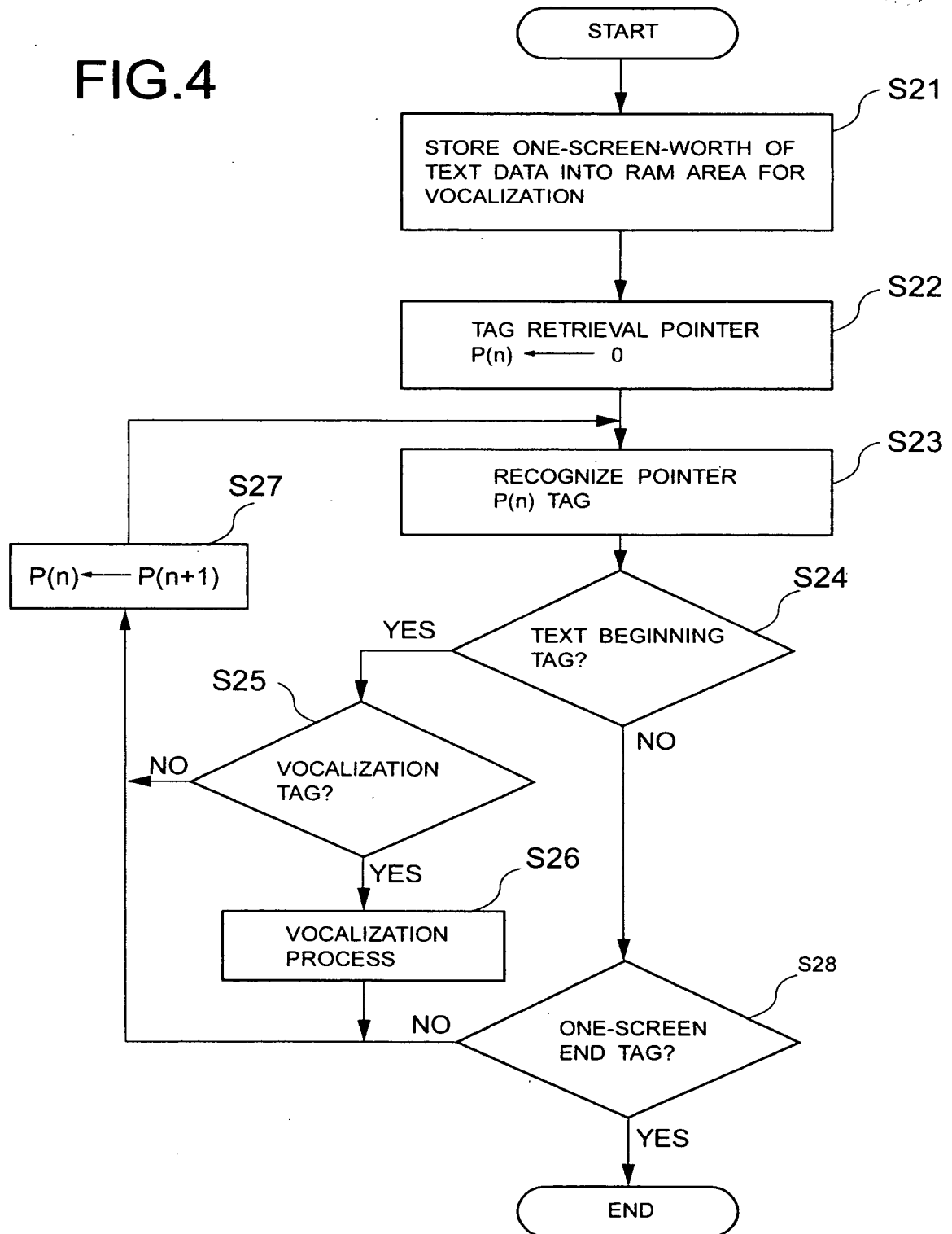


FIG.5

(OPERATION MODE 3)

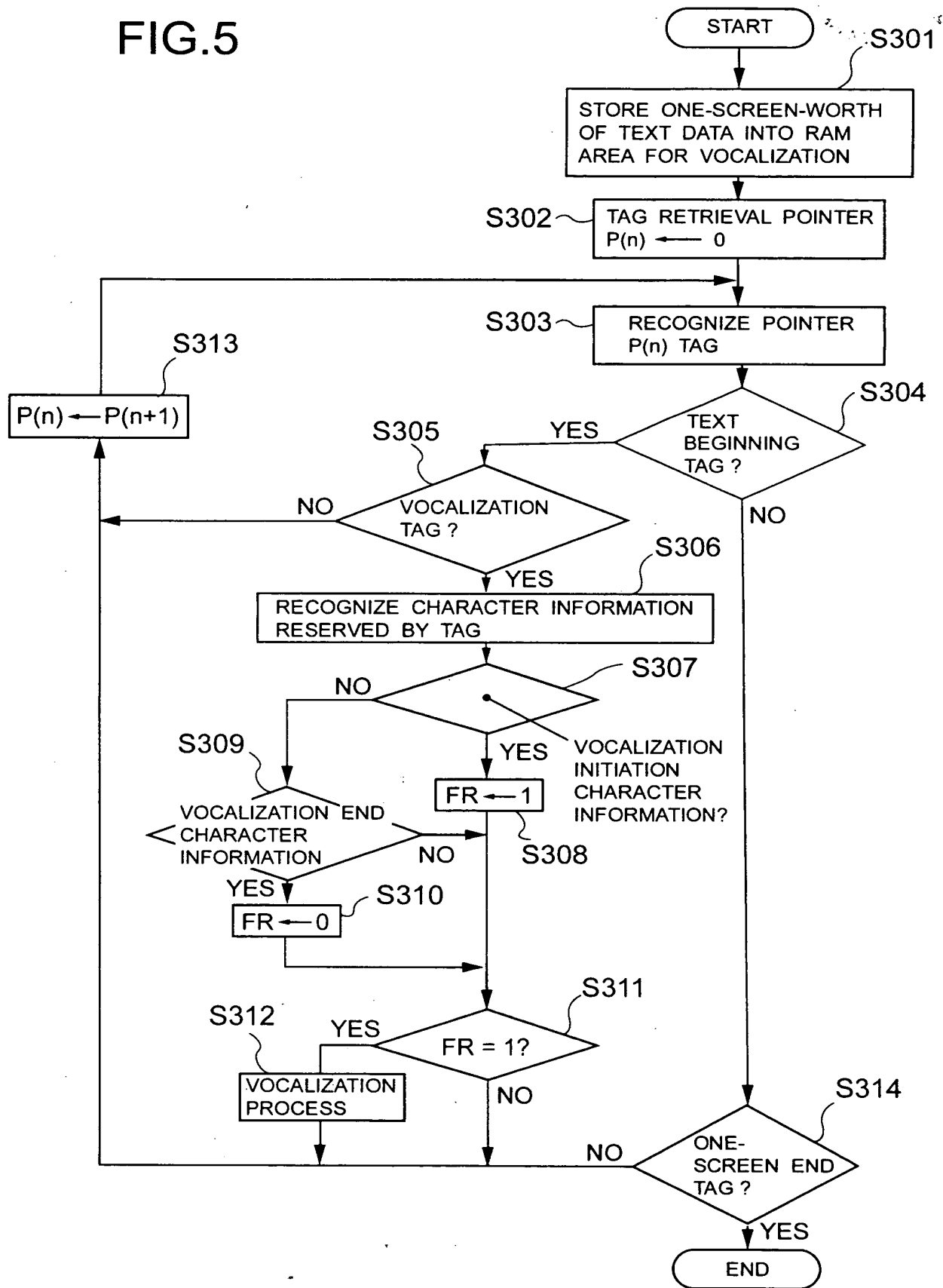
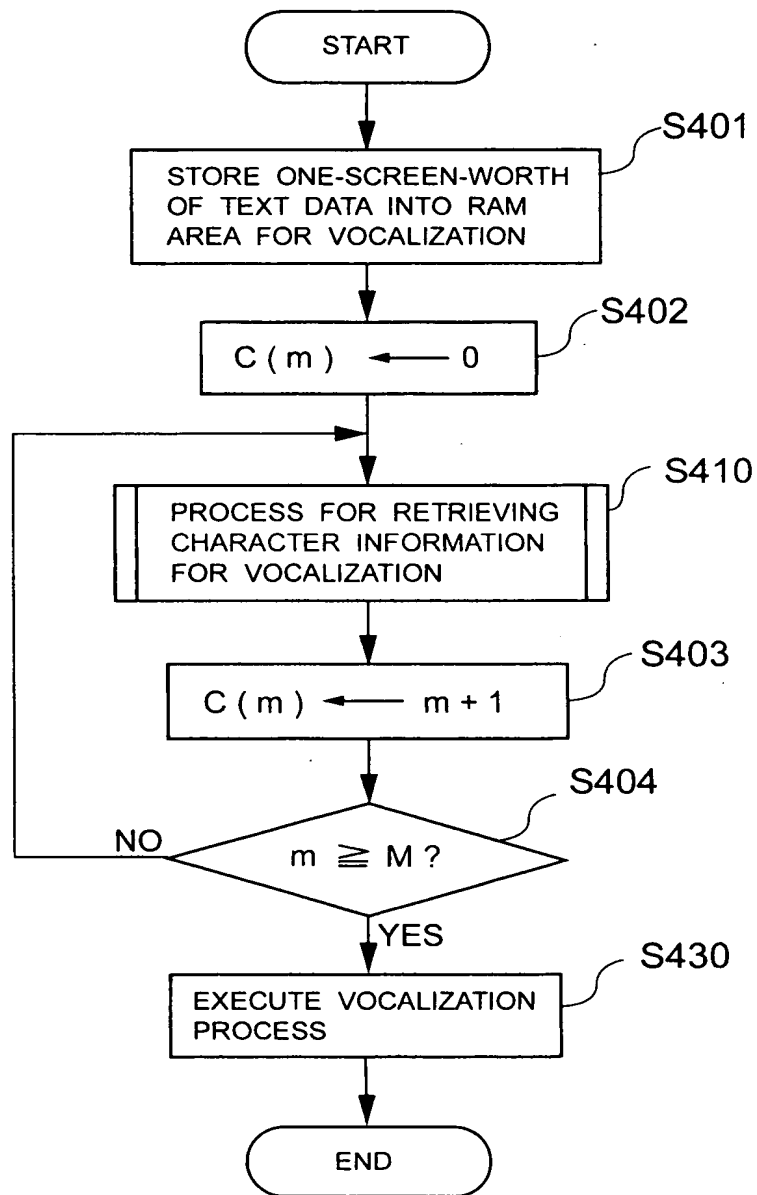


FIG.6

(OPERATION MODE 4)



(PROCESS FOR RETRIEVING  
VOCALIZATION CHARACTER (S410))

FIG.7

